

**CITY OF FLORISSANT 2018 SLOW PITCH SOFTBALL RULES**  
**WOMEN'S / CO-ED / MEN'S**

The Official Playing Rules of Softball of 2017 as adapted by the USA Softball apply except where superseded by the following rules.

**HOUSE RULES**

1. AGE: Players must be 18 years of age or older.
2. ROSTER: The maximum roster size is 18. Teams are given three season weeks to make alterations to their roster (rainout is not a week of play).
3. NON-ROSTER PLAYERS: Are illegal and cause for removal from the game (except as deemed appropriate under special league amendments).
4. RESCHEDULING: All rainout makeup games will be added onto the end of the regular season with the playoffs being pushed back. Makeup games will follow the same order that they appear on the original schedule. All makeup game schedules will be posted on the website.
5. SCHEDULE/STANDINGS: The schedules and standings will be posted on the City of Florissant webpage at [www.florissantmo.com](http://www.florissantmo.com) under the "departments" - "parks & recreation" tab. All schedule changes or revisions will also be updated on this website. Standings Points: Win = 1 point, Tie = .5 point, Loss = 0 points
6. INCOMPLETE GAMES: An incomplete game (i.e. Rain/lightning) may or may not be completed at the discretion of the Parks Department if a total of 4 ½ innings have not been reached. If the home team is not winning after 4 ½ innings, they shall receive their turn at bat in the bottom half of the inning before game is deemed "complete". The umpire shall note the game situation on the scorecard when play is halted. Teams must resume the game with as many or less number of players that started the game. The game will become complete after the allotted amount of time for the game is used. NOTE: The Parks Department may at its discretion decide to completely re-play any incomplete games.
7. RAINOUTS: Managers and players **SHOULD NOT** call the parks office for rainout information. The rainout hotline number is 314-266-7335 and will be updated by 4pm.
8. TIES: In the event of a tie in the standings occurring at the end of the season, the following criteria will be used to break the tied teams:
  - A. Most wins in the games of head competition.
  - B. Run difference in games of head to head competition (runs scored minus runs allowed).
  - C. Greatest run difference over the season.
  - D. Toss of coin.
9. PLAYING CONDITIONS: The Parks Department reserves the right to determine all field playability prior to the game(s) starting. The Parks Department and/or umpire will determine Field playability once a game has begun.
10. INTERFERENCE WITH A PARK EMPLOYEE: No person within any park shall interfere with a Park and Recreation employee at any time in the performance of their duty. Penalty may include suspension or dismissal from the League. **Verbal or physical threats/insults made towards any umpire or City of Florissant employee will result in immediate suspension from the league and police action.**
11. ALCOHOLIC BEVERAGES: **NO BOTTLES!!!!!!!** All alcoholic beverages must be kept off of the playing field at all times! If at any time the Parks Department and/or umpire feel that alcohol is having a

negative impact of the game, action will be taken. You will receive one warning from the umpire. The umpire can forfeit the game for a second infraction.

12. **FIGHTING:** Any player involved in a fight will be ejected from the game and will receive a minimum one game suspension for the following week. If the player's action is of an aggravated nature, the player will be barred from the league. Any player involved in two fights will be barred from the league.
13. **EQUIPMENT:** The Department will provide all necessary equipment except bats, and gloves. Each team will receive an ASA rule/score book.
14. **TIME LIMITS:** Single Games - No new inning will begin after 55 minutes of play. The home team will receive its turn at bat if losing after the time limit. Double Headers – No new inning will begin after 55 minutes. If the first game is shortened by run rule, the second game begins afterwards with a new 55 minute time limit.
  - The Parks Department reserves the right to leave the game as a tie in the standings
  - No warm-up in between innings after the start of the game
15. **SCOREBOOK:** Each team will receive an ASA official scorebook. All official scorebooks shall be kept by the scheduled home team. The visiting team is responsible to check with the home team each inning on the score. The final score will be recorded on a form with one player signature from each team agreeing upon the final score.
16. **ELIGIBILITY:** **Each team must sign and complete a roster that must be turned in at the first game.** It is the responsibility of each manager to provide the correct and current roster data. A player's eligibility may be questioned at any time prior to the player's first turn at bat (prior to the first pitch to that player). A manager questions the eligibility of a player by asking the umpire. The umpire will bring this to the attention of the league commissioner who will determine eligibility. The questioned player should have a driver's license or another form of identification to verify identity. If the player is not on the roster he/she is out of the game with no other penalty.
17. **CLEAN UP:** **Team managers will receive one warning for excessive trash left behind. A second infraction will lead to a one game team suspension and a resulting LOSS(ES) for the game(s). Offending teams may be fined.**
18. **FORFEITS:** Single Games - Any team not having enough players to begin a 6:30pm game has a 10-minute grace period or the umpire will make the game official. Teams will be granted only a 5-minute grace period for all games later than 6:30pm. **Doubleheader games: Teams not having enough players will be granted a 10-minute grace period for the first game of the night only. If the first game is a forfeit, the second game will also be a forfeit.** Any team with 2 or more forfeits may be dropped from the league.
19. **PLAYOFFS:** The international tiebreaker rule will be used during playoffs. This rule states that when a game is tied after either the time limit is reached or 7 innings have been completed, a runner starts on 2<sup>nd</sup> base with no outs. There will be no time limit or 10 run rule during playoff championship games (not consolations).

### **HOMERUN RULE:**

**Field #2** – Five and one up

**Field #3** – Five and one up

**Field #5** – Five and one up

**Field #6** – **One and one up**

**Field #7** – Five and one up

\*Any homerun that sends a team over the limit will result in an OUT

### **OUT OF PLAY:**

**General Rule:** Base runners will receive a two base award on an "out of play" from the time the ball was batted.

**Fields #2,3,5,7:** Any fair ball batted beyond the imaginary line extending past the fence (homerun or player bench) will result in a two base award.

**Field #6** – Any batted ball to the left of the outfield fence is “all you can get”. Any fair ball batted beyond the imaginary line extending past the fence (homerun or player bench) will result in a two base award.

## PLAYING RULES

1. **PROTESTS:** No protests allowed other than player eligibility.
2. **ALL BATTERS WILL BEGIN WITH A 1 AND 1 COUNT**
3. **MANAGER’S RESPONSIBILITY:** Prior to the start of the game each team must designate a manager who must cooperate with the field umpire. This person accepts responsibility for team members and spectators. Failure to cooperate may result in games or league suspension. **RESPONSIBLE FOR ALL CLEAN UP!**
4. **SPORTSMANSHIP:** Team members shall exhibit appropriate behavior toward officials, other players and spectators. Unsportsmanlike conduct from team members and/or associates, including spectators, may result in one or more of the following from the umpire:
  - A. Player ejection from the game and automatic “out” when scheduled to bat
  - B. Player ejection from the park
  - C. Forfeit of the game (Automatic team ejection from the park. Failure to comply will result in police action and team suspension or expulsion from the league)

A player ejected for a rules infraction from the first game of the double header is not automatically ejected from the second game. Players ejected for unsporting actions shall not compete in the second game. In addition to the above consequences the league coordinator will determine any further punishment in conjunction with game officials after player ejection. Teams or players staying after their game will be asked to leave the park if they are being disruptive to any later games. Examples of this include taunting other teams or umpire, instigating, cursing, etc). These punishments may be player suspension, player ejection from the league, forfeited games, or team ejection from the league.
5. **ARGUING BALLS & STRIKES:** Any arguing on the judgement of balls and strikes will constitute a team warning. Any repeat offense shall result in the batter getting either another ball or strike added to the count. Another ball will be added if a defensive team member and/or associate argues the umpires call of ball or strike. Another strike will be added if the offensive team and/or associate argue the umpires call of ball or strike.
6. **PITCH ARCH:** The arch limit is 6 to 12 feet from the ground. This arch limit will be enforced at the umpire’s discretion. The umpire may verbally call the pitch “illegal” and signal a delayed dead ball.
7. **PROFANITY RULE: A team warning will be issued to a team for the first profanity offense. After team warning, the umpire shall have the authority to eject the offending player from the game and/or the park. For a third offense, the offending team will forfeit all games for the evening.**
8. **NO CONTACT RULE:** Responsibility belongs to the offense to avoid contact. Example but not limited to: When a defensive player has the ball, or is about to catch a thrown ball the runner remains on his feet and crashes into the defensive player. Result of the play will be an automatic out and all runners return to bases occupied at time of play. If considered flagrant, sportsmanship Playing Rule #4 will apply. For a close play at the plate, the runner must either **SLIDE OR GIVE YOURSELF UP!** Failure to adhere to the slide rule or give yourself up rule will result in immediate ejection.
9. **SPIKES:** Metal spikes are the only kind not allowed for all leagues. Players caught wearing metal spikes may continue playing if they put on legal shoes.
10. **THIRD STRIKE FOUL:** The batter is out if the 3<sup>rd</sup> strike is a foul ball.

11. RUN RULE: If a team is leading by the following, the game will be declared completed
  - A. 20 or more runs after the completion of 3 innings
  - B. 15 or more runs after the completion of 4 innings
  - C. 10 or more runs after the completion or 5 innings

\*Senior – 5 run limit per inning (no run rule)

12. BASE/PITCHING RUBBER: Bases will be anchored at 70-ft distances

Pitching Rubber Distance:

Men – 50 feet

Women – 46 feet

13. GAME DELAY TACTICS: Once the umpire says, “Lets play ball” one of two things must happen. Offense – a batter has 10 seconds to enter the batter's box. If the batter fails to do so the batter is called out. This continues every 10 seconds. Defense – a team has one minute to take the field and be ready to play ball. The umpire will motion or verbally ask for the pitch. If the pitcher refuses to pitch within 20 seconds of the gesture (10 seconds if on the mound) the batter will get first base. This will happen every 20 seconds. If a team continues to delay (i.e. due to time limit), the umpire has the right to forfeit game to the other team. These rules are at the interpretation and discretion of the plate umpire.

14. PLAYERS – Games will start at the time indicated on the schedule (umpire's watch is official.) Each team must have 8 players present in order to start and/or finish the game and the co-ed leagues must have at least 4 women in the batting order at all times. No outs shall be assessed to the batting order as long as the teams have the minimum players required. As late players arrive, they can enter the field at any normal time out. Late players must take the last position in the batting order. With free substitution every player at the game who is able to play will be included in the batting order. A manager can elect to forfeit the game at the start or any time during the game. The winning team will be credited with at least 7 runs (in the case of forfeit), or the runs scored in the game – whichever is greater. To further avoid forfeits, a home team that is short players may give up their privilege as last bat and become the visiting team to buy time for their late players to arrive. Expected late players are listed at the bottom of the order. If they get to the bottom of the order and the player(s) are still not there, or if it time for them to take the field for the bottom of the first inning, then a forfeit is called. However, if both teams are short players, a double forfeit is called.

15. CO-ED BATTING ORDER: Free substitution is always used. The players continue to alternate male and females as they bat. In the case of unequal number of males/females the following batting order is recommended: List all the male players on the top portion of the scorebook page and then list all the female players at the bottom portion of the same page. The players then alternate male/female as they bat regardless of the number of each sex. The male/female batter will always follow the same male/female batter in the order but the male/female batting between them may change due to the unequal numbers. This lineup enables the players present to continually alternate male/female even if, for example, a player leaves the batting order for an injury. Scorekeepers should mark which male and female-batted last after each inning. Injured Runners- when a player is injured the last player of the same sex to make an out shall be the base runner. If the injured player cannot continue to play the player is simply removed from the batting order. Note: This is not an automatic out. WALK TO A MALE BATTER INTENTIONAL OR NOT: Less than two outs male batter receives 2<sup>nd</sup> base and female must bat; 2 outs – male receives 2<sup>nd</sup> base and female has the option to bat or take 1<sup>st</sup> base.

16. **SPECIAL CO-ED RULES:** Co-ed can start 4 male & 4 female. Co-ed will use free substitution to the field. Players must have two males and two females in both the infield and outfield and one male and one female as pitcher/catcher. No more than one male than female in the field with a maximum of five males (must have at least 4 females). Although it is recommended that the ratio of males to females be kept close as possible, there is no limit for the number of females playing the field at one time. **All outfielders must remain in the outfield grass until the batter has contacted the ball. Men and women fielders must be split evenly throughout the outfield and infield as well for pitcher/catcher. (ex. 2 men/2 women outfielders, 2 men/2 women infielders, 1 man pitcher/1 woman catcher).**
17. **COURTESY RUNNER:** Each team will be allowed to designate one player per inning who may use a runner each time they reach base safely. The courtesy runner will be the player (of the same sex in coed) who made the last out. If this person is due to bat or already on base then the last person to cross the plate will be the designated runner. Co-ed teams will be allowed one for male and one for female. The courtesy runner has to be used every time the designated player reaches base safely. If a player is injured during the game the umpire can allow a courtesy runner at their discretion. However, the injured player must return to the game by his/her next bat or they will be considered to have been removed from the game, this will not constitute an automatic out. If this injured player causes a team to field only 7 players, the game will be declared over with the opponent receiving the victory.
18. **SUBSTITUTIONS:** No base running changes allowed except in the case of injury, in which case the player who made the last out shall be the base runner. The umpire may deny the courtesy runner if in the opinion of the umpire it is being abused (i.e. tying or winning runs). When an illegal substitute is found, a player is out of the game with no other penalty. Co-ed also see Playing Rule #15.

**Roster Batting:** Roster Batting must be used. All players present for the game will be put into the batting order/lineup. Any 10 players may play the field. This must be declared before the start of the game & remain the same until the game is complete. The batting order remains the same. If a player arrives late, after the start of the game, he/she will be put into the last spot in the batting order. If a person on the Official Roster is present at the start of the game, and chooses not to play, he/she may still be used as a substitute in that game. In case of injury, the injured player is removed from the game, the batting order shrinks by one player, and no out is assessed.

Official rosters shall govern the participation of players in the play-offs including those leagues with special non-roster player allowances.

19. **\*UNIFORM:** Number jerseys of similar style and color are preferred but not required.
20. **ILLEGAL PITCH:** All illegal pitches will be called by the umpire and will be declared a ball unless the batter chooses to hit the ball.